LISTING OF CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-74.   (Cancelled)

75.   (Currently Amended) A method of operating a gaming machine, comprising:

detecting the presence of a passerby proximate to the gaming machine, the passerby not playing the gaming machine, the detecting including establishing a wireless transmission link between a first wireless transceiver in the gaming machine and a second wireless transceiver disposed in a portable data unit carried by the passerby, the portable data unit including information for allowing an identity of the passerby to be determined; and

in response to detecting the presence of the passerby, modifying operation of the gaming machine; and

receiving an input at the gaming machine from the passerby, the input being associated with a wagering game.

76.   (Canceled) The method of claim 75, wherein the step of detecting the presence of a passerby includes establishing a wireless transmission link between a first wireless transceiver on the gaming machine and a second wireless transceiver on the passerby.

77.   (Canceled) The method of claim 76, wherein the second wireless transceiver is disposed in a portable data unit carried by the passerby, the portable data unit containing information for allowing an identity of the passerby to be determined.

78.   (Original) The method of claim 75, further comprising receiving a wager from the passerby.

79.   (Original) The method of claim 75, wherein the step of modifying operation of the gaming machine includes inviting the passerby to play the gaming machine.

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80.   (Original) The method of claim 75, further including operating the gaming machine in an attract mode prior to the step of detecting the presence of a passerby.

81.   (Original) The method of claim 75 further comprising determining the identity of the passerby.

82.   (Original) The method of claim 81, further comprising inviting the passerby, based on the identity of the passerby, to play the gaming machine.

83.   (Currently Amended) A method of operating a gaming machine, comprising:

detecting the presence of a passerby proximate to the gaming machine, the passerby not interacting with the gaming machine; and

in response to the detecting, modifying the operation of the gaming machine based on information wirelessly communicated between a portable data unit carried by the passerby and the gaming machine, wherein the modifying includes inviting the passerby to interact with the gaming machine by placing a wager on a game playable on the gaming machine[[.]]; and

receiving at the gaming machine a signal indicative of a wager on a game playable by the passerby on the gaming machine.

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